SONIC
&
SEGA ALL-STARS™
RACING
SEGA®

HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game disc with care to prevent scratches or dirt on either side of the disc. Do not bend the disc or enlarge the center hole.

Clean the disc with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the center hole towards the edge. Never clean the disc with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the disc.

Store the disc in the original case after playing. Do not store the disc in a hot or humid location.

The Sonic & SEGA All-Stars Racing™ game disc contains software for use on a personal computer. Please do not play the disc on an ordinary CD player, as this may damage the headphones or speakers.

- **Also read the manual of your personal computer.**
- **The game disc may not be used for rental business.**
- **Unauthorized copying of this manual is prohibited.**
- **Unauthorized copying and reverse engineering of this software is prohibited.**

Thank you for purchasing *Sonic & SEGA All-Stars Racing*™. Please note that this software is designed for use with personal computers running on Microsoft® Windows® operating systems. Be sure to read this software manual thoroughly before you start playing.

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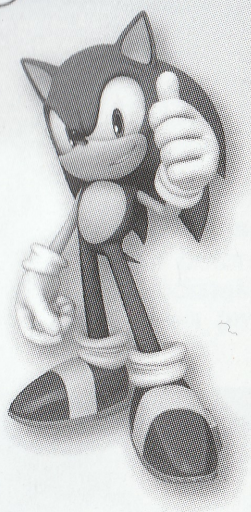
This manual was created while the game was in production, so some screenshots may differ slightly from what you see on screen.

RACER PROFILES

SONIC THE HEDGEHOG



The world's fastest hedgehog will join the race intent on taking the number one spot. Can he also capture the honorable title in this All-Stars racing event?

All-Star Move

Sonic transforms into Super Sonic and flies on down the course in the speed of light. He will barge rivals cleanly out of his path with a streak of golden energy.

MILES "TAILS" PROWER

The genius mechanic with two tails. Tails will take his Tornado Racer on the track, a customized biplane that stays low to the ground.

All-Star Move

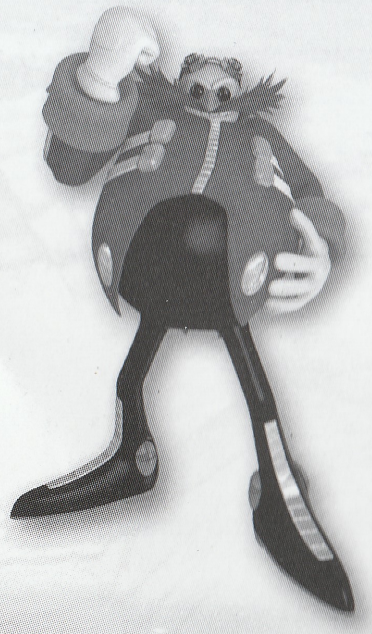
Tornado Racer controlled by Tails will face up and perform a spin, causing a tornado that knocks rivals out of his way.

AMY ROSE

An upbeat girl, always hot on Sonic's heels. Will she be fast enough to catch up with him on the racetrack though?

All-Star Move

Amy gets out her Piko Piko Hammer and launches down the track at high speed. Press the Item key to swing the Piko Piko Hammer at rivals as you pass them.



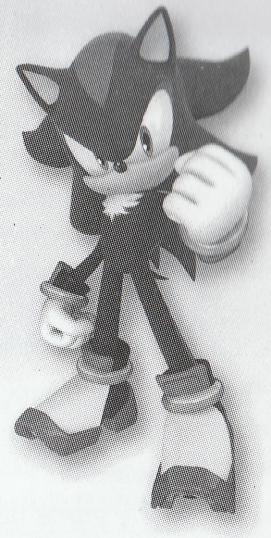
DR. EGGMAN

An evil scientific genius plays the role of a persistent maniacal villain, always foiled by Sonic. Riding on the Egg Monster, he is determined as ever to defeat Sonic and to settle the score.

All-Star Move

The Egg Monster transforms into offensive mode and takes off, then launches a series of rockets to wipe out rivals in his path.

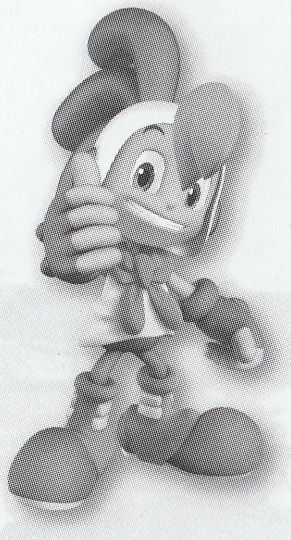
SHADOW THE HEDGEHOG



Created in secret to be the ultimate life form, and was actually created by Professor Gerald. He can easily rival Sonic's abilities in terms of both speed and power.

All-Star Move

The power of Chaos Emeralds transforms Shadow into Super Shadow as he files down the track at speed. Press the Item button to fire Chaos Spears to clear his path.



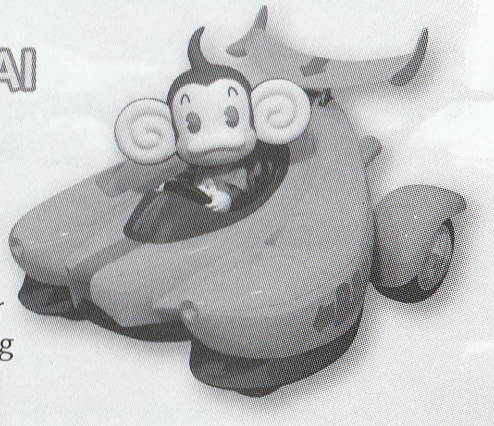
BILLY HATCHER

After saving Morningland from the evil crows, all Billy has to prove now is his prowess behind the wheel.

All-Star Move

With a cock-a-doodle-do, Billy's car is encased in a giant egg shell which he runs down the track squashing rival vehicles underneath.

AIAI



Taking a break from his usual banana munching, AiAi makes his way to the racetrack. How will he fair against the likes of Sonic though?

All-Star Move

AiAi finds himself in his own monkey ball together with his friends, who dart down the track knocking rivals out of the way.

AMIGO

Remains the most popular Maracas artist in the music scene and holder of the title the Great Maracas King. Will his skills on the racetrack match his musical talents?

All-Star Move

Amigo jumps on his car's bonnet and begins an infectious samba dance that before we know it has everybody he passes dancing and not concentrating on their driving skills.

Other characters can also be unlocked and played.

INSTALLATION

Before you can play *Sonic & SEGA All-Stars Racing*, you will need to install it onto your computer. To do this, insert the DVD into your computer's DVD-ROM drive. The launcher menu will automatically appear after you've select your setup language. Click on the "Install" button and the installation program will start and help you with the installation process via on-screen instructions.

If the initial setup process does not run automatically, you can run the setup program (setup.exe) by double-clicking on the DVD-ROM drive location which will appear as the *Sonic & SEGA All-Stars Racing* icon (icon of Sonic).

Note that the game disc, which acts as a key to run this program, must be set in the DVD drive when you play *Sonic & SEGA All-Stars Racing*.

SYSTEM REQUIREMENTS

Minimum Specifications:

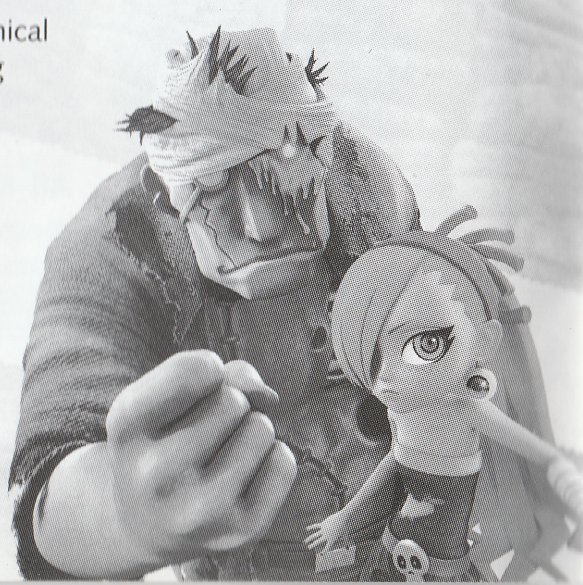
- Microsoft® Windows® XP / Windows Vista®. (if running Windows Vista SP2 is recommended)
- 3.2 GHz Intel Pentium 4 / Athlon 64 3000+ or equivalent processor
- 1GB RAM (2GB on Vista)
- 6 GB Hard Drive Space
- DirectX 9.0c compliant video card with 256 MB RAM (NVIDIA 7600 or better, ATI X1300 or better)
- DirectX Compatible Sound Card
- Dual Layer Compatible DVD-ROM Drive

Recommended:

- Microsoft Windows XP / Windows Vista / Windows 7® (if running Windows Vista SP1 is recommended)
- 2.4Ghz Intel Core 2 Duo or Athlon 64 X2 4200+ or better
- 1.5GB RAM
- 7 GB Hard Drive Space
- DirectX 9.0c
- Graphics Card: GeForce 8800 or ATI Radeon HD 3800 series with 512 MB of VRAM or better
- Sound Card: Creative Sound Blaster X-Fi Sound Card
- Dual Layer Compatible DVD-ROM Drive

The game's performance and/or graphical quality may vary according to your PC's hardware and/or video card.

To alter the language, resolution and for other graphical options, run the Configuration tool before launching the game.



BASIC CONTROLS

The following is the default control scheme to operate your character's vehicles with your keyboard.

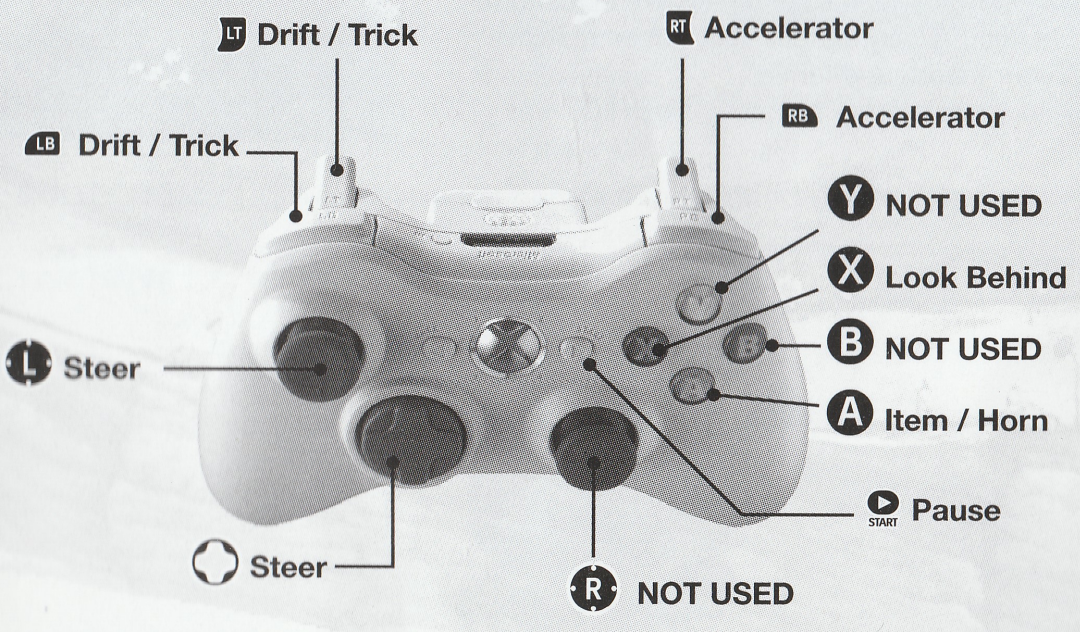
Note that this game is compatible with Xbox 360® Controllers, and the button configuration of the controller is selected via the Controls section in Options.

	MENU CONTROLS	GAME CONTROLS
Cursor Keys	Highlight menu item / Change option	←/→: Steer
A	*Not Used*	Look Behind
S	*Not Used*	Drift / Trick / Reverse
D	*Not Used*	Accelerate
Enter Key	Select / Confirm	Pause
Back Space Key	Back / Return	*Not Used*
Space Bar	*Not Used*	Item / Horn

XBOX 360 CONTROLLER FOR WINDOWS

This game is designed for use with the Xbox 360 Controller for Windows. Plug in a wired Xbox 360 Controller for Windows to one of the computer's USB ports and/or connect a wireless Xbox 360 Controller using a Xbox 360 Wireless Gaming Receiver for Windows. The X360 controller will only function if it is plugged in before the game is launched.

DEFAULT CONTROLS (CONFIG TYPE A)



STARTING UP

At the Title Screen, press the Enter key to open the Licence selection screen. If you are playing for the first time, you will create a Licence (player record) before proceeding to the Main Menu. The game will automatically save your progress to the Licence whenever you play, so you can focus your energies on honing your driving skills. Note that up to four different Licences can be created to store your records and progress.

At the Main Menu, you'll have the following choices:

SINGLE PLAYER

Select SINGLE PLAYER to race against computer controlled opponents, or try your hand at some tougher challenges. Here you have the following choices:

SINGLE RACE Choose a racer and course from those available and enter a single race against computer controlled rivals.

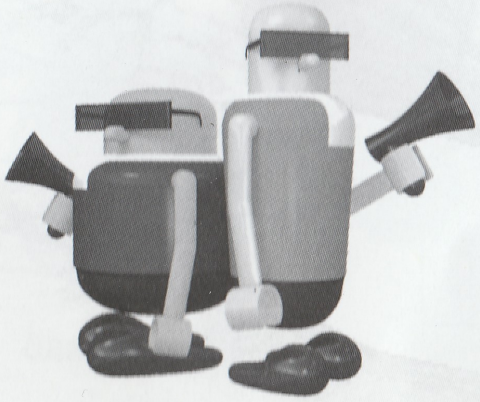
GRAND PRIX Choose a four course Cup and racer, and race to earn points according to your placement. Finish the Cup in the top three positions to unlock the next Cup competition.

TIME TRIALS Choose a racer and course, and then race a lap within the time limit to score the fastest time. You can use one High Speed Shoe per lap in this mode! To make the time trails competitive, you will be racing against a ghost replay of your best performance.

MISSIONS Clear the goal of each mission to unlock additional missions.

SPLIT SCREEN

Play against up to 3 players by sharing the same TV/monitor. Additional controllers are required to simultaneously play various Split Screen matches with your friends and family.

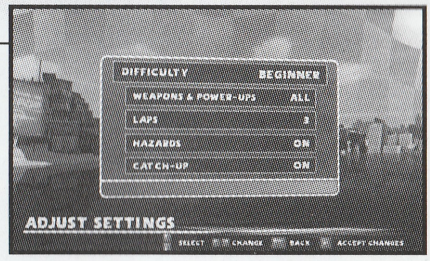


SHOPPING

Exchange the SEGA MILES you earn in the regular modes for additional characters, courses, and music tracks as found in the game.

Each unsold item will have a price tag attached. If you have sufficient SEGA MILES saved up, simply press the Enter key to purchase.

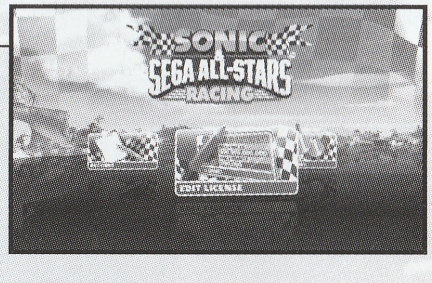
SETTINGS



Make changes to store your game settings for Single Race from the Options screen. Select an option type, and then use the ⬆/⬇ keys to choose an item, and ⬅/➡ keys to change the setting.

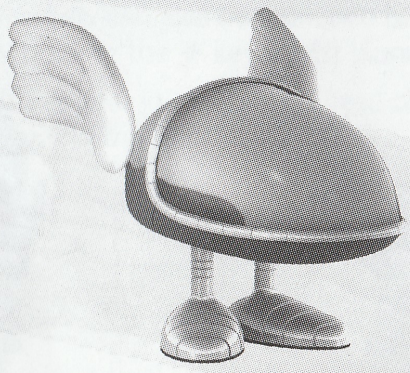
DIFFICULTY	Change the DIFFICULTY (BEGINNER/ADVANCED/ EXPERT) for each event.
WEAPONS & POWER UPS	Set the use of items (p.9) for racers to ALL, BASIC or OFF.
LAPS	Set the number of laps (1 to 9) to decide the outcome of the competition.
HAZARDS	Toggle the use of obstacles installed on each course (ON/OFF).
CATCH UP	Toggle the use of the Catch-up system (ON/OFF).

LICENCE



View your Licence, personal records and challenges available.

EDIT LICENCE	View and change your Licence information.
RECORDS	View your gameplay statistics.
CHALLENGES	Browse all of the challenges offered in this game. There are a total of 46 objectives, so try your best to clear them all.
COLLECTION	You can view information and statistics on the characters and courses you have unlocked here.
TEST DRIVE	Replay the Tutorial.



RACING BASICS

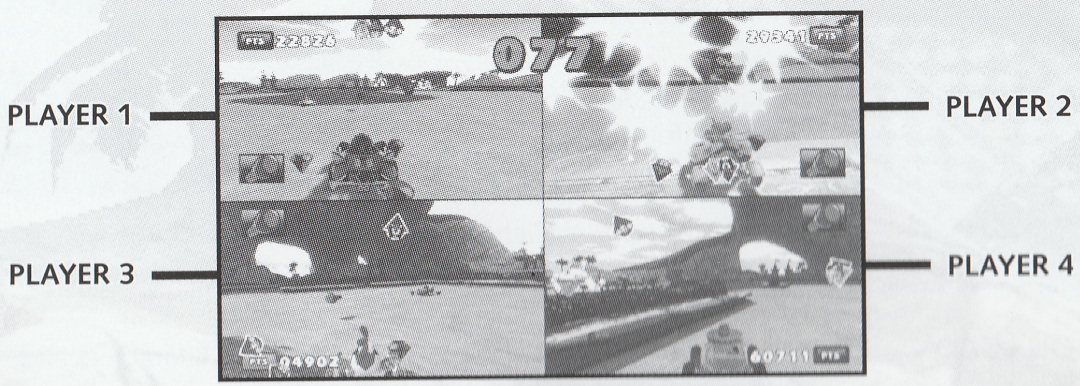
Race the required number of laps around the course and cross the finish line first to win. Pick up items and weapons along the way that can assist your progress and hinder your rivals.

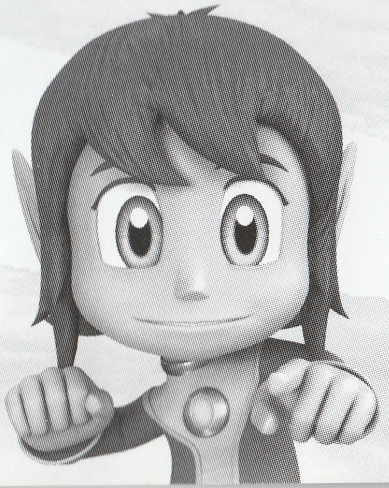
Note that Split Screen has different rules and display items. Please see the introduction screen for each game.

A typical game screen for SINGLE PLAYER race:

1. Current position/Total number of racers.
2. Current lap/Total laps.
3. Race progress.
4. Current Item/Weapon shown as current remaining quantity.
5. Players and projectile weapons approaching from the rear.

Player arrangements for SPLIT SCREEN matches:





ITEMS & WEAPONS

Item capsules are positioned at various points around each course. These contain items and weapons that can be used to give you a competitive advantage. Simply run over the red item capsules to retrieve the item inside. A new item cannot be picked up until the current item has been used so choose your timing carefully. Some of the "Basic" items are introduced below:

HIGH SPEED SHOE
Increase your speed temporarily and smash your way through rivals.

K.O. GLOVE

Launch a projectile that bounces off the sides of tracks and sends your rivals spinning out of control.

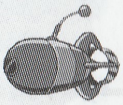
ROCKET
Launch a homing rocket at the nearest rival ahead of you flipping them over temporarily.

MINE

Place a mine in the path of vehicles to your rear that explodes on contact or after a short time, spinning nearby vehicles.

SHIELD
Creates an energy shield around you for a limited time which can withstand a single attack.

GIANT ROCKET

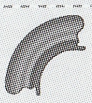


Launch a giant rocket down the centre of the track. Press the Item key once to launch the rocket then press it again to detonate while the button icon is still displayed.

MEGA HORN
Create a destructive sound wave that spins surrounding rivals.

CONFUSING STAR

Targets the nearest rival and confuses them by flipping their game screen upside down.



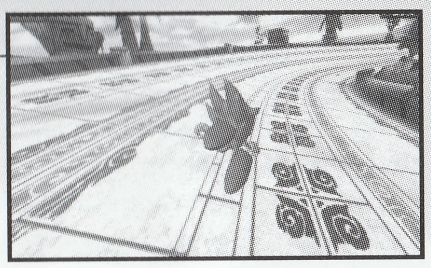
POCKET RAINBOW
Temporarily obstruct your rivals' view with a rainbow of dazzling colours.

USING WEAPONS & MULTIPLE ITEMS

Projectile weapons such as Rockets can also be launched backwards to hit racers behind. This is performed by holding the ↓ key whilst launching the item.

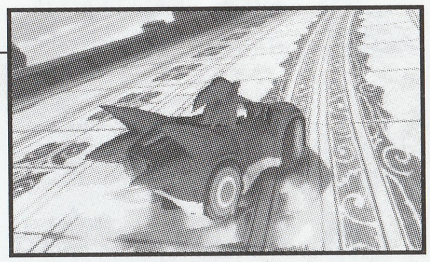
Note that some items can also appear in multiples. These can be used one at a time, or all at once by pressing and holding the Item key.

ALL-STAR ITEMS



In addition to regular items, you may be lucky enough to uncover an All-Star Item. These are unique to each character, and temporarily give special powers to the receiving racer. Some of the moves are described on the Racer Profiles (p.2 and 3).

ADVANCED PLAYER ACTIONS



DRIFTS & BOOSTS

Mastering drift can help you to conquer even the most complicated tracks, making you able to perform 180° turns and build your "boost" by powering through the three different drift stages. In certain points on the course, finding the right drift by using the Drift and Accelerator key is the only way to master tricky corners.

Push the Drift key as you hit the entrance to the corner, and hold the key down whilst you steer through the curve to see and feel the three levels of boost. Try to hit the best line through the curve and watch your flame go from blue to yellow to orange to gain speed. Perfecting your steering, drifting and boost will make you the top racer on the track.

1. Keep your finger on the Accelerator key and steer the vehicle into a bend.
2. Keeping your finger on the Accelerator key, press and hold the Drift key. The vehicle will start to drift.
3. You can now steer in both directions to control the drift. Note that the vehicle will not change its drift direction as long as the drift key is pressed down.
4. The vehicle will continue to drift until you release the Drift key. Boost will build during this time – release the Drift key for a sudden burst of extra speed.

TOP TIP #1: When drifting, back off your accelerator, and this will tighten your turn.

TOP TIP #2: Don't forget that you can boost and drift at the same time!

TRICKS

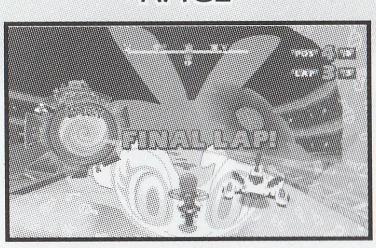
Press the Trick key during a jump to perform a mid-air trick and receive a boost upon landing. Up to three tricks can be chained in a single jump, with each bringing additional boost. Be sure to time them carefully though – land in the middle of a trick and your boost will be lost.

Each racer has their own unique set of mid-air tricks, so try playing as all the different characters to enjoy discovering them.

MISSIONS

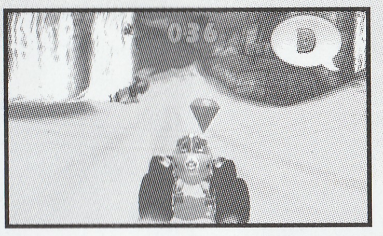
Missions in Single Player mode offers unique challenges with a pre-set course and racer. A selection of the Missions are introduced below:

RACE



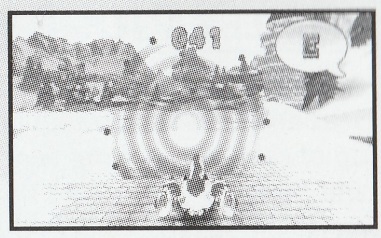
Beat your rivals in a dash to the finish line!

COLLECT



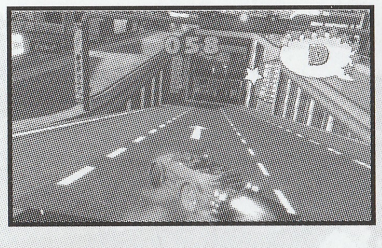
Collect as many items as you can within the time limit.

GATES



Pass through the correct gates to score.

DRIFT



Drift to Score! Drifting at higher speed will increase your score faster.

HIT CONTEST

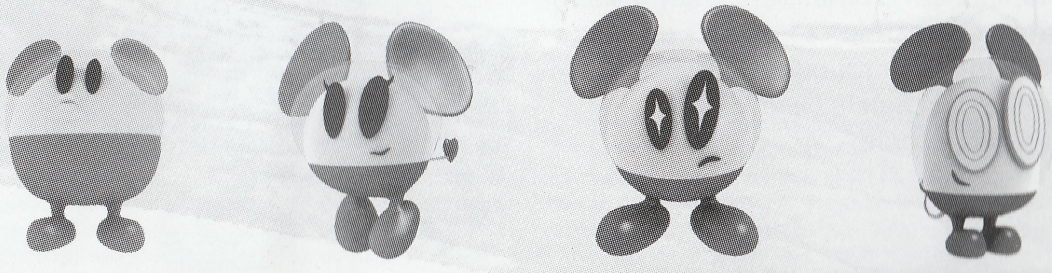
Pick up your ammo and knockout as many targets as you can.

KNOCKOUT

Racers that are positioned last will be thrown out of the race one by one.

SEGA MILES

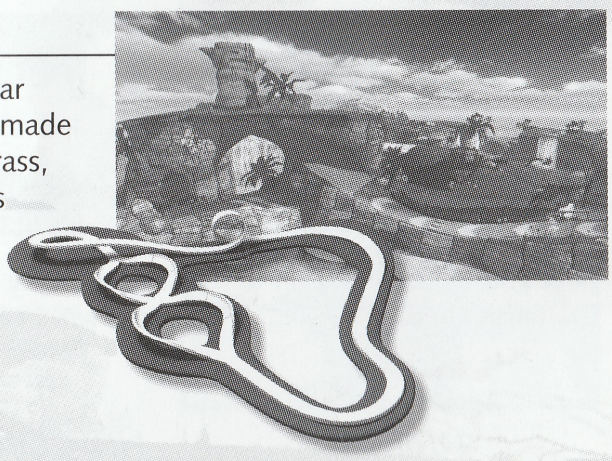
After finishing the race in any game mode, you will earn SEGA MILES based on the distance you covered and the mode that you are in. These can be exchanged in the Shopping area for extra characters, courses and music tracks.



COURSES

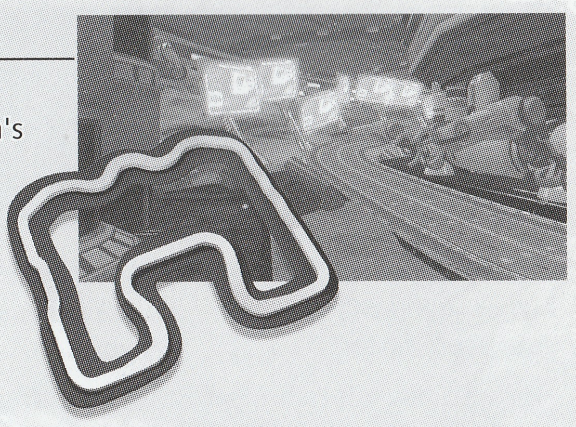
Here are some of the courses you can enjoy racing on.

WHALE LAGOON



A relatively simple course set in the familiar Seaside Hill zone, a tranquil, coastal area made up of calm ocean, long beaches, green grass, and home to whales and scores of vicious mechanical crabs. Oh yes, beware of the vicious mechanical crabs. They'll try to get in your way. Also be wary of bumpers and the course breakaway at the start.

TURBINE LOOP

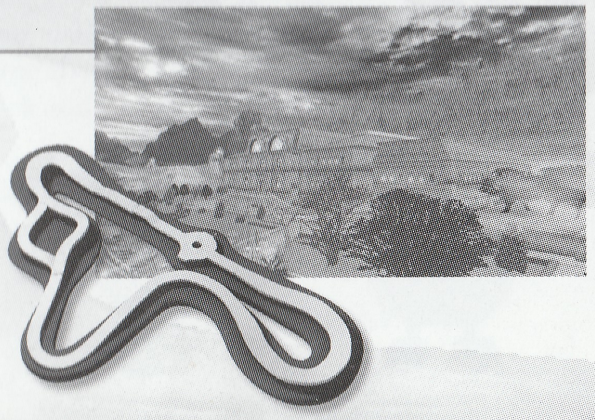


A deceptively simple looking course running through the metallic madness of Dr. Eggman's diabolical Final Fortress, a huge aircraft containing automated manufacturing plants and protected by rotating gun turrets. Beware of patrolling robots! Dr. Eggman must be expecting visitors.

ICICLE VALLEY

A straightforward course through the icy battlements of Blizzard Castle, a wintry world built around an active volcano. Carefully navigate the ice caves and avoid falling into the deep caverns that lie beneath the track. Giant eggs are best avoided if you want to finish first.

OUTER FOREST



An eerie course around the grounds of the notorious Curien Mansion. Enjoy a micro-tour of the mansion's interior before taking in the surrounding graveyards and the old church. Hey! Who left those headstones there?!

CUSTOMER SUPPORT

Please check

http://sega-en.custhelp.com/

or call

1902 215 422*

for details of product support in your region.

Register online at **www.sega.com** for exclusive news, competitions, email updates and more.

*Calls cost $2.48(incl GST) per minute. Higher from mobile/public phones.

WARRANTY

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